

Name:

Counter:

CYLON DOMINATOR

SPECS

Class: Capital Ship
 In Service: Unknown
 Point Value: 900
 Ramming Factor: 230
 Jump Delay: 20 Turns

MANEUVERING



Turn Cost: 1x Speed
 Turn Delay: 3/4 Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 4+4 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS



Fwd/Aft Defense: 15
 Stb/Port Defense: 15
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: 0



Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Delay	1	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9



WEAPON DATA

Mega-Pulsar 
 Class: Laser
 Mode: Raking
 Damage: 5d10+25
 Range Penalty: -1 per 3 Hexes
 Fire Control: +5/+3/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 5 turns 

Shield 
 Subtract Shield Factor from incoming damage. 

Turbolaser Battery 
 Class: Laser
 Mode: Standard
 Number of Guns: 2 (Linked)
 Damage: 1d10+2
 Range Penalty: -2 per hex
 Fire Control: +2/+3/+4
 Intercept Rating: n/a
 Rate of Fire: 1 per turn 

Mega-Laser Cannon 
 Class: Laser
 Mode: Standard
 Damage: 2d10+8
 Range Penalty: -1 per hex
 Fire Control: +3/+2/+1
 Rate of Fire: 1 per 2 turns 

Mega-Laser Battery 
 Class: Laser
 Mode: Standard
 Number of Guns: 2 (Linked)
 Damage: 2d10+8
 Range Penalty: -1 per hex
 Fire Control: +3/+2/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns 

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Mega-Pulsar
- 7-8: Mega-Laser
- 9-12: Turbolaser
- 13-18: Forward Struct
- 19-20: Primary Hit

SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

SIDE HITS

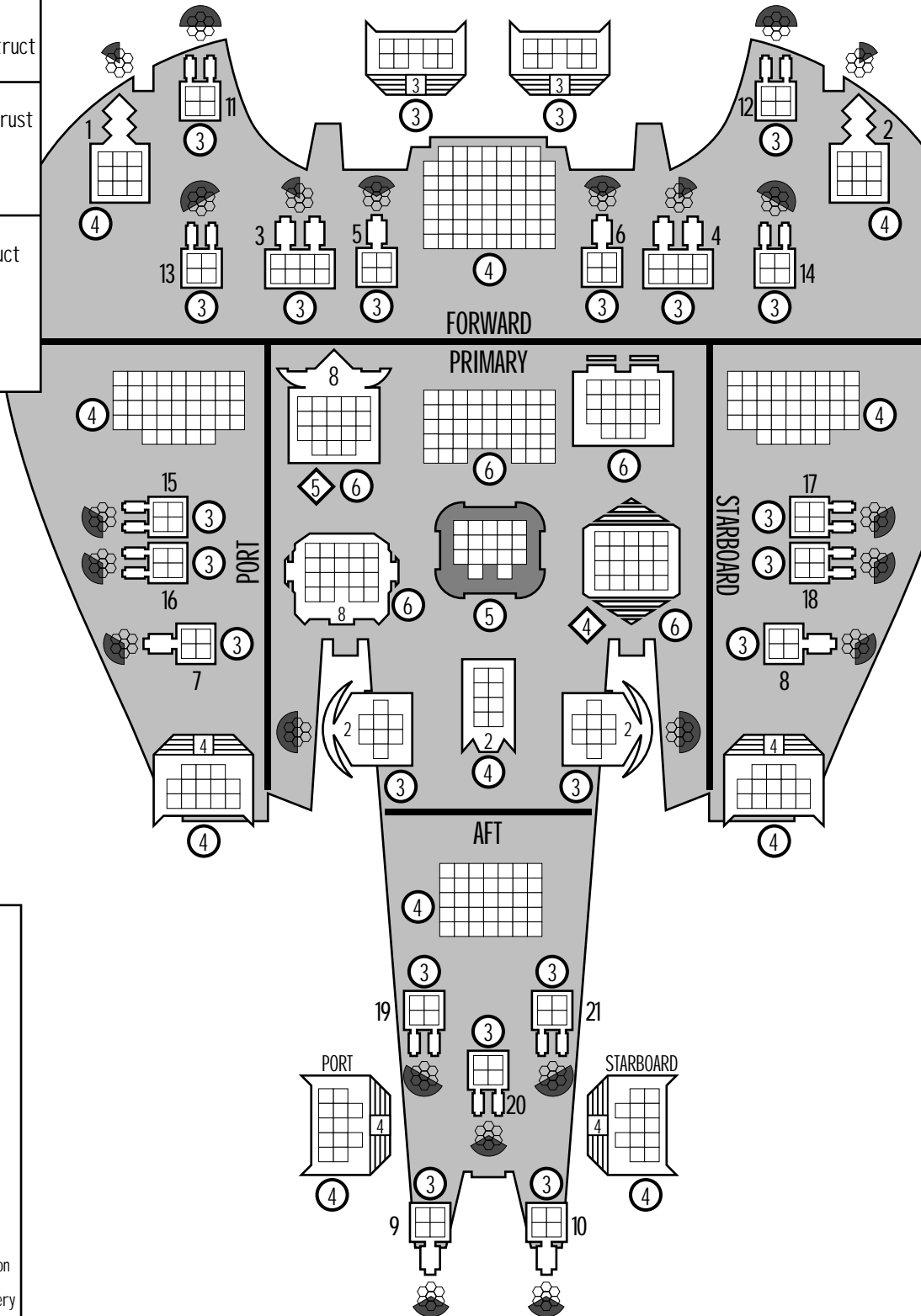
- 1-6: Main Thrust
- 7: Mega-Laser
- 8-9: Turbolaser
- 10-18: Port / Stb Struct
- 19-20: Primary Hit

AFT HITS













- 1-5: Port / Stb Thrust
- 6: Mega-Laser
- 7-9: Turbolaser
- 10-18: Aft Struct
- 19-20: Primary Hit

PRIMARY HITS

- 1-9: Primary Struct
- 10-11: Hangar
- 12-13: Sensors
- 14-15: Engine
- 16-17: Jump Drive
- 18-19: Reactor
- 20: C&C



ICON RECOGNITION

-  C&C
-  Sensors
-  Reactor
-  Engine
-  Hangar
-  Jump Engine
-  Thruster
-  Turbolaser
-  Mega-Pulsar
-  Shield
-  Mega-Laser Cannon
-  Mega-Laser Battery

hangar
 6 Fighters
 2 Shuttles: Thrust: 4
 Armor: 1 Defense: 11/11
